



FER.AL LORE BIBLE

"Sparks born from belief manifest as anything you can imagine"

A WORLD OF IMAGINATION

In the world of Feral, magic functions via a force called Imagination. Imagination is a code made up of strings of magical runes, and it governs the nature of all things. Students of magic find ways to rewrite, utilize, or simply understand this force in order to perform spells and other acts of power.

SPARKS ALIGHT

Sparks are thought to come from the shards of a long-lost star, and are brought to life by Imagination. When an active imagination dreams up a unique, never-before-seen creature, tells stories about it, and shares it with others, that pure, passionate belief manifests in the universe of Feral, gets stronger, and binds itself to a star shard to create a Spark. They hold a powerful magical energy that allows them to shapeshift, and they have been drawn from across the galaxy towards Feral like ships to a lighthouse.

When a Spark firmly identifies with a certain form, they are able to edit their own Imaginative Code to become that form. They also take on its physicality, and if injured, must pull back into themselves in order to reform and recover their desired state. However, if their Spark itself is damaged, this process could become difficult. If a Spark is never damaged, it has the potential to persist forever.

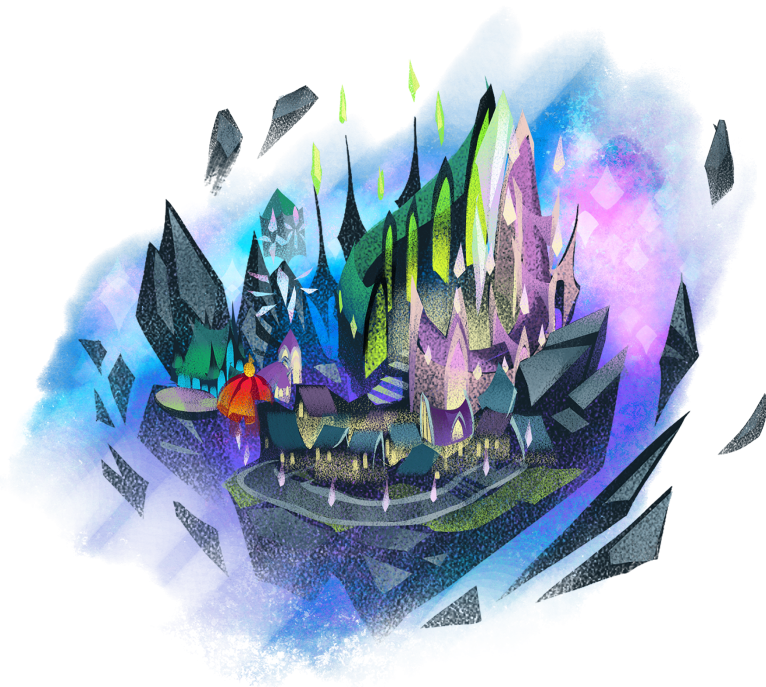
THE PLANET

The core of Feral houses a powerful magic, observed to be similar to that of a Spark. Like a Spark, the surface of the planet is susceptible to big changes in the form of magical venting and shifts in its landscape and composition. This necessitates the use of portals as areas become inaccessible or move to a different place on the map. The magic of Feral's core is utilized by creatures across the planet as a power source, and exists in a cycle in which magic is eventually returned to the planet. If magic is

somehow prevented from returning to the cycle, it may go through a polarization process that turns it into an anti-force called Corrosion.

CITIES AND THE EXPANSE

Despite the Queens' stabilizing influence, Feral is a volatile planet that is constantly changing in all sorts of ways big and small. Its geography has been known to shift, causing entire areas to become inaccessible on occasion. Its inhabitants have learned to adjust to these changes by using portals for transportation to hub areas, rather than attempting to travel by foot or feather.



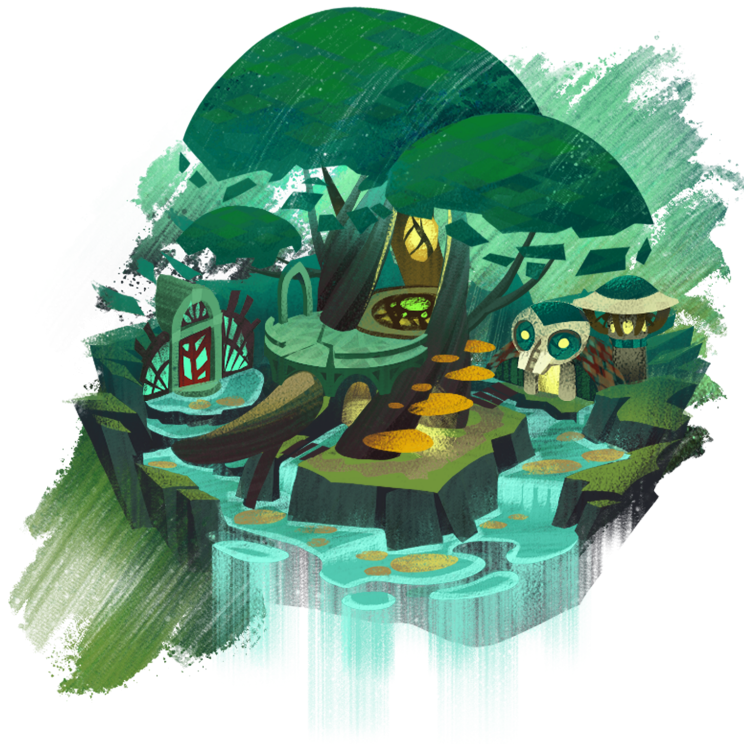
City Fera

Hailed as the center of the planet's culture, City Fera houses the entrance courtyard to the Queens' grand castle as well as several high-end shops. It is kept floating above the chaos of the shifting landscape below so that the Queens don't need to worry about having any of their buildings cracked in half. They learned that the first time.



Shattered Bay

The Shattered Bay is the end result of a magical explosion that scorched a glass-polished crater into a cliffside. The remaining rubble, a collection of shattered blue diamond shards, remains floating in the center because no one can seem to get any of it to move elsewhere. The Shattered Bay is Feral's primary port and a hub of trade from lands and planets beyond Feral itself.



Sunken Thicket

The Sunken Thicket is an area built around two trees that grew entwined, and its roots run deep into the oldest magics of Feral. It's a gathering place for people who seek answers from the planet itself. Strangely, there are mechanical remains buried in some of its roots, where an odd little automaton named Latchkey has set up shop. Latchkey possesses a strange ability to Unbind materials from each other, allowing players to reduce their items into their basest ingredients.



Lakeroot Valley

Lakeroot Valley is a bright, rolling valley largely inhabited by Kobolds. These Kobolds live in two disparate, often feuding villages: Arrowpeak, and Ogasa. Arrowpeak Village champions training, farming, and industry, while the Ogasa are content to pursue their time-honored tradition of hat-crafting. Lakeroot Valley is a quaint area, but parts of its history have been lost in a flood that destroyed a structure housing Kobold archives.



Mugmyre Marsh

Mugmyre Marsh is the primary home of the Myrefolk, who populate its swampy town and forested village. The landscape is covered with stout foliage and mushrooms that grow as large as trees, as well as various materials and ingredients that Myrefolk use in their cooking. The marsh holds mysterious statues and landmarks that speak of more ancient settlements reaching hundreds of years back. Every year, the mud of the swamp absorbs magical residue, causing buildups of magical decay that give the soil its unique composition.



Blood Tundra

The Blood Tundra is populated by none, save the mysterious Blood Kobolds. It is a harsh wasteland brightened only by the red pigmentation of the plants that manage to sprout up through the vast snow. Some unknown tragedy has taken place here, and tainted the land red. As a result, the Blood Kobolds seem to be caught in some sort of curse that renders them unable to leave the Tundra, or their leader, Luka.

Those who linger too long in the Tundra are prone to vanishing into the wastes.

...THEN THERE'S THE BETWIXT

The Betwixt is a negative dimension that is connected to Feral via rifts and tears—most of them too small or unstable to cross through physically. The Betwixt absorbs Imaginative Code, corrodes it, and scrambles it into new forms such as twisted objects made up of disparate materials, or more nebulous things like cacophonous thoughts and madness. This process prevents magic from returning to the planet's cycle, and is the primary source of Corrosion.

Though byways to the Betwixt were perhaps open and utilized in the past by figures such as the Riftwalker, the stories associated with the Betwixt ring with a foreboding that discourages creatures from attempting to reach that plane again.

The entities that dwell in the Betwixt are not spoken of or understood, except in whispers. One of these entities is known as The Watcher, who in stories is described as an owl-like figure with glowing red eyes who wants to snuff out the magic of the planet and bring Feral into a permanent state of Corrosion.

CYCLES & CELEBRATIONS

CINDERNOCT

Cindernoct is a period of time in which the planet's Imagination becomes more susceptible to instability. When Feral's moons align, they create a gravitational force that strips the planet of its outer layer of magical protection.

This opens up the planet's Imaginative code to spontaneous alterations—basically an element of randomization—which results in magic being more likely to create unintended or "evil" effects such as stuff coming to life, causing spells to go wrong, or even opening access to the Betwixt. Each race upon Feral has their own ritualized way of bringing the world back into balance.

FROSTFETE (frost-fette)

Frostfete commemorates a time when the planet's Spark was once again nearly snuffed out during what is known as the Long Winter. The Watcher, a dark entity of the Betwixt, attempted to bring about an endless winter that would tilt the planet's Imagination into Corrosion.

Luckily, the Watcher's plan was foiled by the Wayfarer, who parted the thick cloud layer and ushered spring to resume the planet's cycle of magic.

INHABITANTS OF FERAL

The Queens' bond with the planet in turn draws new Sparks toward Feral, but due to the vastness of the universe, across history their arrivals have tended to be few and far-between. Over the years, many Sparks have become creatures they are satisfied with and chosen not to shapeshift again. These Sparks may even become some of the creatures seen across Feral.

Not all creatures on Feral are (or were) Sparks. Some are endemic, having lived on the planet since before the Queens' arrival, and others are non-Spark migrants from other planets in space that have settled upon Feral.

KOBOLDS (KOH-buhlds) (Endemic Race)

Lifespan: 60-90 years

Primarily found in: Lakeroot Valley

Kobolds are a mammal race that has lived on Feral since before the arrival of the Queens. At heart, they are a warrior people who love to spar and train their bodies to become stronger. They thrive most during times of conflict when they're able to let their strength shine. In peacetime, without battle to occupy them, they turn to getting wrapped up in petty squabbles and competitions, giving these minor conflicts the same importance as more serious confrontations.

Kobolds are thought to have descended from ancient beasts of Feral, and hold a powerfully wild spirit within them. They share a close connection to the ways of beasts, and believe that every great warrior spirit will rise again in another form, whether within a Kobold, a great tree, or some other form of life on the planet.





BLOOD KOBOLDS (Sub-Race)

Primarily found in: Blood Tundra only

Blood Kobolds are an eerie variant of Kobolds that populate a village in the Blood Tundra. Undeniably, something horrible has taken place in that land, but its residents don't seem aware of the strange conditions under which they live. They are characterized by white, grey, or reddish fur.



MYREFOLK (MIRE-folk) (Endemic Race)

Lifespan: 500-700 years

Primarily found in: Mugmyre Marsh

Myrefolk are an amphibian race that has lived on Feral long enough to be the first race to record history of the planet. They are long-lived and old-souled, and tend to be set in old ways because they don't see a need to keep up with modern culture. They have some propensity for magic, and were the first to organize and open schools on Feral, such as the Grotto Academy. Decades of magical buildup in the mud of Mugmyre Marsh has created a unique soil composition that has contributed to the unique flavor profile of Myrefolk cuisine, which other species across the planet find hard to stomach.

The Myrefolk tell stories of the Divine Lights that ushered their ancestors out of the water and onto the land of Feral. These Lights are represented across their rituals and ceremonies with candles and magic fire.



KOMODORI (koh-moh-DOH-ree) (Migrant Race)

Lifespan: 40-50 years

Primarily found in: Everywhere

Komodori are a reptilian race that migrated to Feral after the Queens' arrival. They come from a harsh planet that necessitated them to adapt to survive any environment, so they flourish throughout the planet. They have shorter lifespans, and tend to pack as much adventure and excitement as they're able into the time they have. This often manifests as self-endangering behavior that necessitated an evolutionary adaptation: regeneration. Komodori can regenerate any lost limbs, with their tails being the quickest to re-form.

Komodori worship the Rat King, an amalgamation of thousands of rats, because he represents the undying spirit of legion. There is a story that the Rat King led the Komodori underground where they discovered copper, leading to the Copper Age. Some say an underground society still utilizes the old mine tunnels...



SERAPHS (SEHR-affs) (Former Spark Race)

Lifespan: 300-500 years

Primarily found in: City Fera

Seraphs are the descendents of the first Sparks drawn to Feral after the arrival of the Queens. Because they could transform into anything, they sought other ways to display their fashion and taste, and so material possessions became very important to their culture. Generations later, few have abandoned their self-centered nature and many are liable to get wrapped up in trends and appearances, but some have rejected this trend-chasing lifestyle to seek out their own passions and lifestyles. Seraphs place high importance on the self and what an individual can experience, and always seek to live in the present, despite their long lifespans.



VALKERI (vahl-KEHR-ee) (Migrant Race)

Lifespan: 150-200 years

Primarily found in: Shattered Bay, Sunken Thicket

Valkeri are an avian race, and the most recent immigrants to Feral. Culturally, they are bards, storytellers, and artists, and were drawn to Feral by its exciting history and unique biosphere. They record history through music and song, and consider themselves impartial observers to events, though their critics might describe their claimed subjectivity as self-absorption.

Their spiritual belief system revolves around the carrying of totems of ancestors and heroes as they spread out from their home planet to reach sights beyond the stars. They brought airship technology to Feral, and improved it by working alongside Kobold craftsmen.



WAYFARERS (Endemic Race)

Lifespan: ???

Primarily found in: ???

Wayfarers are large and mysterious beasts that have somewhat of a cryptid status on Feral. They are thought to be nearly as old as the planet itself, but do not often show themselves. Legends refer to them as kind, peaceful creatures who help lost travelers find their way home, but perhaps this is because those who have crossed them were never seen again.



TWIGGLES (Migrant Race)

Lifespan: ???

Primarily found in: Everywhere

Twiggles are joyful little creatures that have lived on the planet since before the Queens. Most have already been on multiple incredible adventures, either on Feral or across the galaxy, and have chosen Feral as their place of retirement. When they reach the end of a life cycle, they sprout up from the ground once more with their memories intact, giving them storied personal histories. Having already been through so much, they have largely dedicated themselves to perfecting their chosen crafts such as woodworking and construction.

Twiggles' bodies aren't capable of processing foods without lots of sugar in them, and "healthy" foods are terribly poisonous to them. Many Twiggles have harrowing stories of times when they were nearly brought to the end of their current cycle by a vegetable.

BUT THAT'S NOT ALL...

Feral is home to all sorts of other creatures and lifeforms, like other migrants, strange creations, and alien species! Nothing is outside the realm of possibility.



AND WHAT OF THE QUEENS?



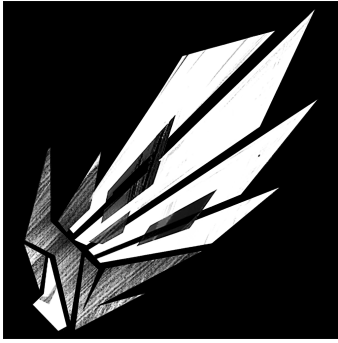
2,000 years ago, two Sparks burst into existence at opposite ends of the galaxy. These Sparks both held within them unlimited potential and power, and the unique timing of their creation formed a connection between their souls. They became like magnets, and drew nearer to each other before eventually crash-landing together onto a struggling Feral.

This impact of two powerful Sparks jump-started the planet's failing Imaginative energies, and in the process created an unbreakable

bond between the planet and these two Sparks, who would eventually become its Queens Aradia and Delilah. This bond, however, acts as a pendulum: in times of prosperity, the Queens share their life force with the planet, while in times of trial, power must be drawn from somewhere. Throughout their time on the planet, the Queens have been the answer to (and cause of) many destructive events that have caused the planet to tug on their life force to restore itself. This loss of power sends the Queens into periods of deep sleep that last several years, or perhaps decades.

The Queens' goals, desires, and dreams continue to be stopped short of realization, leading to even more fervent competition each time they awake, especially with the absence of their former advisor and mediator Lady Amaryllis the Riftwalker, who vanished into the Betwixt long ago.

After an event recorded only as That Whole Thing several hundred years ago, Delilah's Spark was cracked, and a piece of Aradia's Spark was broken off and lost within the Betwixt. As a result of this accident, the Queens are no longer able to change their forms, and their relationship to magic has been forever altered.



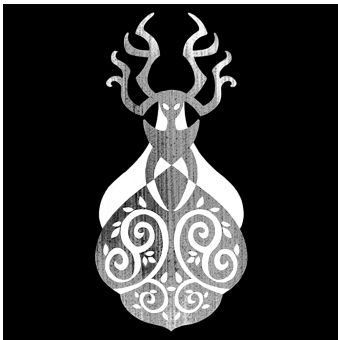
ARADIA THE FELL QUEEN

Aradia (uh-RA-dee-ah) is an unpredictable, party-loving powderkeg of a Queen who is seen as both volatile, and brilliant. She has made groundbreaking contributions to Feral's artistic culture throughout the centuries, but ever since That Whole Thing her vision has been seemingly fixated on a symbolic, autobiographical depiction of her broken wings, which she has reimagined across many mediums.

Driven by her emotions, Aradia's connection to magic and Imaginative code is abstract, and might come from something that isn't Imaginative code at all, but rather whatever exists between its runes. All the more nebulous forces that actually hold the physical pieces together—raw energy, fire, the planet's burning soul of emotion.

Aradia can summon fae fire via passion and emotion. With her damaged Spark, Aradia has difficulty keeping her powers in balance, and is susceptible to mood swings and uncontrollable bursts of power. She has the tendency to set things on fire, corrode or melt materials, and break Delilah's magical implements by corrupting their perfectly calibrated power.

Aradia's Guard Captain is Hawke, a former bouncer and fervent devotee of Aradia's art.



DELILAH THE LICH QUEEN

Delilah (deh-LIE-lah) is a regal, polished, and poised Queen who keeps her rougher edges forever smoothed with a silver tongue and cosmetic magics. She is always seeking perfection, both in herself and those she governs, but no matter how well-laid her plans may be, she struggles with improvisation.

Delilah, who had unfettered access to the planet's power prior to That Whole Thing, must now study fervently and use practical means of summoning magic, such as casting spells and performing rituals. She relies on physical components and proven rituals to help bridge her connection to the planet.

Delilah prefers magic of life and death, and organic/inorganic materials with alchemic properties and rules she can follow. Still, she is able to summon plant matter and flowers at will, though she never allows herself to summon anything too large or unruly in case it grows out of her control.

Delilah's Guard Captain is Vivian, a former Rose Guard Commander and present obsessive of Delilah's beauty.

A WAKELESS SLEEP?

The Queens' current slumber has lasted for a startling 150 years, but there seems to be no existing record of the event that caused it. Even creatures who have lived for hundreds of years are unable to recall this incident. During this time, the souls of the Queens are believed to have lapsed into the Betwixt, which now has a hold on them and prevents them from waking.

Historically, this decades-long lapse in the Queens' authority would be a prime opportunity for another figure or organization to take power, but conflicts across the land have been strangely subdued. For 150 years, the Queens' Guard Captains have stood loyally before the Castle Courtyard that serves as a byway portal to their chambers, and recently attempted to activate the portal using materials exposed to energies of the Betwixt. The portal activated momentarily, and the Captains claim to have seen visions of their Queens who assured them all was well. The activation of this portal seems to have had a strange effect on the citizens of Feral, and has led to strange leakage sites springing up around the planet. Could a connection to the Betwixt have been bridged after all?

What awaits the Queens, and Feral now? A daring rescue from the Betwixt? An allegiance to one at the expense of the other? A ploy to wrest power in the Queens' absence? Or, an exploration of the new status quo Feral finds itself in?



Thank you for everything.
Flourish and bloom,
and stay wild.

QUEEN DELILAH

- Her hair is white, not blonde or gray
- Her feet are based on deer hooves/legs, but stylized versions
- She has bright pink rose petals in her hair
- The petals/scales on her chest and neck are part of her lich-ness and a vaguely animal characteristic
- Her ears are like stylized long downward facing deer ears with feral shards hovering at the ends
- Her long dress only opens when she sits down
- Her long dress has cutouts in the back at the bottom
- The sides of her long dress have dark mirrored diamond patterns



LICH QUEEN DELILAH



FELL QUEEN ARADIA



FELL QUEEN ARADIA

